NES-KL-UKV

Disney's

THE LION KING

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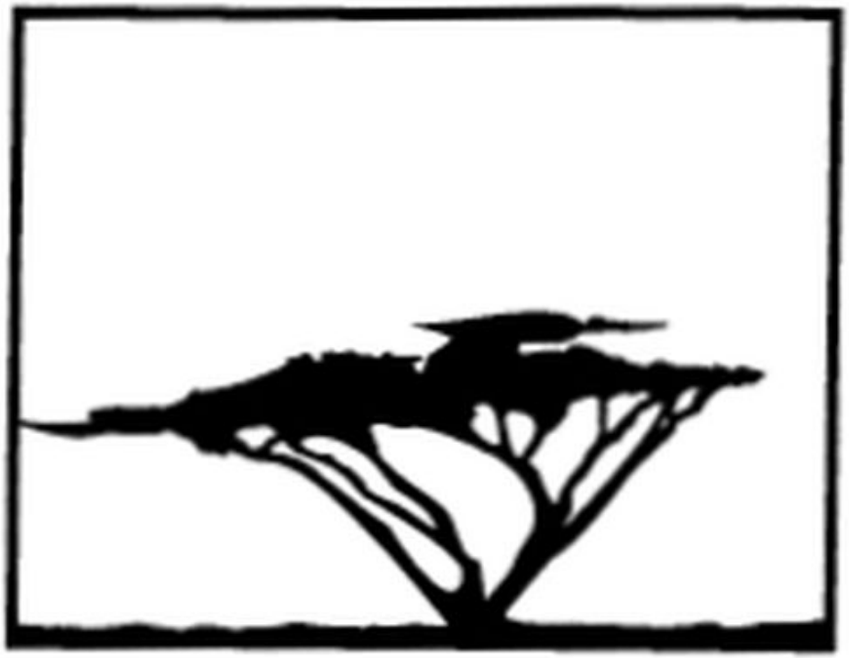
Disney SOFTWARE

INSTRUCTION BOOKLET



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Disney's

THE LION KING

STARTING UP

• Set up your Nintendo Entertainment System (NES) as described in its instruction manual. Note that The Lion King is for one player only.
• Ensure the Power Switch is OFF. Then insert The Lion King Cartridge, its label facing towards you, into the NES and press it down firmly.
• Press the Power Switch ON. When the Title Screen is shown you are ready to play The Lion King!
• If the Nintendo Screen or Title Screen doesn't appear, push the Power Switch to OFF. Ensure your NES is set up correctly and The Lion King Cartridge is properly inserted before pressing the Power Switch ON again.

AND REMEMBER! Always ensure the NES Power Switch is OFF before inserting or removing The Lion King Cartridge.

INTRODUCTION

The Lion King brings to life the majesty and mystery of Africa through the tale of Simba, a lion cub faced with the challenging transition to maturity.

Believing himself to be responsible for his father's death, Simba enters the wilderness - where he finds salvation with Pumbaa the warthog and Timon the meerkat, and his education begins.

Take control of the young cub Simba and, through interaction as detailed as the lush terrain, guide him safely through.

Have you got what it takes to avoid the trampling hooves of stampeding wildebeest or tackle heinous hyenas in the elephant graveyard? Prepare to find out as you join the Circle of Life...

PLAYING THE LION KING

TAKE CONTROL!

Before you begin to play, take the time to familiarise yourself with the movements and functions of the NES Controller.

THE NES CONTROLLER'S BUTTONS

CONTROL PAD
SELECT BUTTON
START BUTTON
A BUTTON
B BUTTON

THE TITLE SCREEN

When you see the Title Screen you are ready to play The Lion King. Two options are presented: START and OPTIONS.

- Press the Control Pad up or down to choose between the options.
- Press any other Button to select the option.

START Begin play.
OPTIONS Call up the Options Screen.

THE OPTIONS SCREEN

Five options are presented:

DIFFICULTY

The harder the setting, the less Simba characters and Continues you have to play with.

MUSIC

Is ON or OFF, depending on whether or not you wish to hear the atmospheric music adapted from the film.

SOUND FX

Are ON or OFF, depending on whether or not you wish to hear the noises during play.

DEFINING SIMBA CONTROL KEYS

The default option is as follows:

Jump - A
Roar - B

This can be reversed if required by moving the arrow to the action that needs change and pressing either A or B

EXIT

Return to the Title Screen.

WHAT YOU CAN EXPECT TO SEE IN PLAY

HEALTH METER
Shows how strong Simba feels. A Simba character is lost when the Health Meter is empty.

SIMBA CHARACTERS REMAINING
You start with 3, 4 or 5, depending on the DIFFICULTY setting. When all Simba characters are lost, it's Game Over... Unless you have a Continue (see Special Items).

CONTROLLING SIMBA

Use the first stage to practise Simba's moves.

MOVEMENT

Along the ground or in the air.

- Press the Control Pad left or right to move in those directions.

CROUCHING

Simba also looks down so you can see what lies in wait below.

- Press the Control Pad down to crouch.

LOOK UP

To see what dangers are above.

- Press the Control Pad up to look up.

JUMPING

Straight up or, with the Control Pad pressed, to the right or left. Jumping is useful not only for getting around but also for pouncing on adversaries.

- The button for this action can be defined in the option section.

ROARING

It's what young lions do best!

- The button for this action can be defined in the option section.

ROLLING

When the young Simba is facing he can curl up into a ball to bump adversaries in his path. It may take time to get used to this move, but it's worth the effort.

- Press and hold the Control Pad down and in the direction Simba's facing to roll.

GRABBING

If Simba leaps for a ledge but doesn't quite make it, he will grab it and hang on.

- Press the Control Pad up to climb on to the ledge.
- Press the Control Pad down to fall.

Note that if Simba is hanging from a crevice in a solid wall, he can spring off it. If there's a wall behind him, Simba will turn and grab on to any available crevice. A technique can be developed which will allow Simba to climb.

SWINGING

Simba can swing on any poles such as small rock protrusions, bones and the like. He swings until he jumps, either forwards or backwards.

CONTROLLING PUMBAA

- Press the Control Pad left or right to move Pumbaa in those directions.

HOLD IT!

It's wise to take a break for 10 minutes in every hour of play. Rather than turn off your NES, why not put the action on hold?

- Press the Select Button to freeze the action.
- Press the Select Button when the action is frozen to resume play.

SIMBA'S WORLD

THE PRIDELANDS

Take it slow and get used to controlling Simba, especially his pounces, rolls and roars. Beware of the explosive Bombardier Beetle, watch out for Special Items and don't be afraid to explore (there's no time limit). Take advantage of the Continue Markers to save having to replay from the very beginning.

CAN'T WAIT TO BE KING

Use the rhinoceroses' heads to spring into the trees. When Simba is riding the ostrich, duck or jump the birds' nests.

THE ELEPHANT GRAVEYARD

Be warned: one hyena is ready to attack you at the beginning of this level. Swing and climb through the bones, but don't linger too long on the crumbling ones ... The vultures attack with a swoop, so climb higher and turn the tables on them.

THE STAMPEDE

The wildebeest have bolted, so run before Simba is trampled.

SIMBA'S EXILE

Look before you leap - and drop! Scar's hyenas are on Simba's tail, throwing rocks all the way; the only way to escape the Pridelands is run !

HAKUNA MATATA

Guide Simba across the different waterfalls, jumping as high as possible between the logs. Beware the gorilla's coconuts; try pouncing on them to knock them back.

THE BONUS STAGE

Can you find it? If you do, here's what you can expect:

BUG TOSS

Use Pumbaa to collect the falling bugs dropped by Timon. Avoid the Bad Bugs but don't miss any of the others or this Bonus Stage will come to an end.

SPECIAL ITEMS

When you see any of the following, get them!

PLAIN BEETLES

Restore half of Simba's health.

PATTERNED BEETLES

Restore all of Simba's health.

AFRICAN RED BUGS

Increase Simba's total health.

1 UP
An extra Chance - to a maximum of nine at once.

CIRCLE OF LIFE
An extra Continue. If you have a Circle of Life when all Simba characters are lost, you are given a choice: quit or continue play from the last level completed.

CONTINUE MARKER
Play resumes from the last one touched before a Simba character was lost.

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PRINTED IN JAPAN